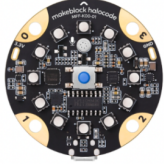




Syllabus Excerpt

Day	Question	Activities		Links
1	What is HaloCode and What can it do? 	Engage	<ul style="list-style-type: none"> Introduce the unit's "challenge" Discuss CDG: Creating Digital Games Pre-Camp Survey 	Pre-Camp Survey Day 1 Slides Customer Support
		Explore	<ul style="list-style-type: none"> Assemble the HaloCode Access mBlock 5 Complete a simple code for controlling lights Students show off their work 	
		Explain	<ul style="list-style-type: none"> Brainstorm: How to communicate using HaloCode's lights Play a game of Simon Says with HaloCode's sensors 	
		Elaborate	<ul style="list-style-type: none"> Discuss engineering and technology careers 	
		Evaluate	<ul style="list-style-type: none"> Students discuss what kind of engineering is involved with the HaloCode 	
2	How can I use HaloCode to make a randomized number game? 	Engage	<ul style="list-style-type: none"> Complete camp pre survey (if not completed on Day 1) Discuss the rules to playing Heads or Tails Play a couple of rounds of Heads or Tails 	Day 2 Slides Pre Camp Survey
		Explore	<ul style="list-style-type: none"> Use mBlock to code the game Heads or Tails using HaloCode Play a Heads or Tails tournament 	
		Explain	<ul style="list-style-type: none"> Discuss Conditionals and Variables 	
		Elaborate	<ul style="list-style-type: none"> Create Rock Paper Scissors Game 	
		Evaluate	<ul style="list-style-type: none"> Students identify conditionals in sample mBlock code 	
3	What is my game design and how can I use sensors to code it? 	Engage	<ul style="list-style-type: none"> Present a short video on Mario Bros mechanic (the moving sprite) Present a compilation video of the Digital game students will be creating for the rest of camp 	Day 3 Slides Action Games Article Super Mario Article Making Your Character Move Video
		Explore	<ul style="list-style-type: none"> Explore different types of controllers Turn HaloCode into a controller Explore different characters How to watch a video walkthrough Select and code your character to move using HaloCode Design a scene for your game 	
		Explain	<ul style="list-style-type: none"> Gallery walk of designs 	
		Elaborate	<ul style="list-style-type: none"> History of Gaming 	
		Evaluate	<ul style="list-style-type: none"> Students prepare their games' objectives and obstacles 	



End of Document Sample

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